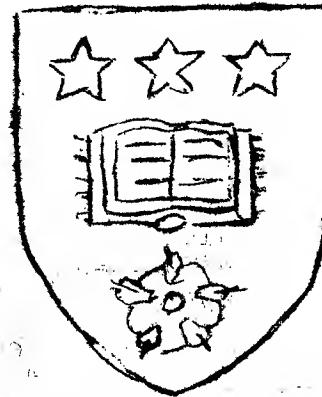


SCOTCH ON THE ROCKS



Welcome to the nineteenth issue of Scotch on the Rocks, a Diplomacy fanzine running to 3 or 4 week deadlines and very short turnaround times, from: Iain Forsyth, Mortaine House, Bodington Hall, Otley Road, Leeds, LS16 5PT.

DEADLINE for all games is second post on FRIDAY 1st DECEMBER. Please post all orders to Leeds.

This issue is a special "more pages for your money than usual" issue, thanks to the large typeface of my new typewriter, and costs 15p. including postage, 1st class for players, 2nd class for everyone else. Anyway, your remaining credit is shown on your envelope and if it is below 15p then I'm afraid this is your last issue unless you send me some more money.

Editorial

This issue is based on a variation of the Pete Birks "see how many typewriters I have access to" theme. Obviously, this is not my brand new electric typewriter - that expired half way through the press in CARADHRAS and there is no way I can take it back to the shop before next Friday morning, since the shop is at the other end of Leeds, I have 9 o'clock starts Monday-Thursday and I'm damned if I'm lugging it about the University with me - it is in fact a Smith Corona portable borrowed from the House Soc. so that I can get this issue finished this weekend. It has saved my life, really, I just hope it cuts the stencils legibly.

The change of typeface also gives away the order in which I type up the zinc, fill in the spaces and so on. Fortunately I had finished all the game reports when it went wrong - I wouldn't have fancied doing them on this machine, handy as it is.

Had my typewriter still been working I might well have stretched this issue to 14 sides but I can't say I've much notion of doing that now.

My deadline sequence is in a horrible mess. Alan Lennox has made the point that he prefers three week deadlines, and I expect a lot of players feel the same way. No matter what I do with the next two deadlines, one is going to fall during the Christmas holidays. The trouble with this is not that I won't have time but that my typewriter (hah) and worse, my duplicator are now at Leeds and unless my parents collect me (which seems pretty pointless) there is no way I can get them home. I've not decided what I'm going to do about this yet, but I think either a long deadline, or a long turnaround period is inevitable. Meanwhile I've set the next deadline for three weeks away, and this just happens to be smack bang in the middle of Rag Week.

Went over to Manchester last weekend to visit the Northern Militaire. Pretty good event really, SPUK were flogging their new "War of the Ring" game. I've seen it played but don't know much about it. Was anybody else there by any chance ?? Just run out of room.

Cheers,

Iain.

LETTERS

David Yule

Many thanks for SotR 17. Over the years I have received a considerable number of different 'zines, and SotR 17 told me more than all the rest put together.

Although certainly interested in Diplomacy (and one variant, Mercator - worth a try) my greater motivation has been an examination as to why people do things. I quickly recognised that self-grandiosement was well to the top of the table and it didn't take a great deal of genius to appreciate that as far as most players were concerned, this was manifested in their desire to win. But there remained certain questions still to be answered.

John Piggott handed out a clue when defining Editor's motivation - more or less along the lines suggested by yourself. But the explanation was incomplete. Editors may quickly appreciate their own importance in the scheme of things, but this is quite inadequate. They must be seen to be appreciated, and it is you who has pointed this out. All to do with feedback no doubt.

Personally I have never rated just winning as the supreme objective. That is not to say I have belittled the responsibility to the other players to strive for a win, only that if a win was not forthcoming, I have always played on. I have been concerned about this apparent contradiction, mostly because others (usually when they have reached an impossible situation) have dropped out, and thus reduced the PLAYING pleasure (and often altered the result).

So if the game itself is not the be-all and end-all, what else is there. And there are several other factors. The occupation of time. The association with like minded people. The individual contests with self and allies (how long can I maintain the facade of integrity - to oneself - and how precisely can I judge the time my ally will stab?).

The essential ingredient might well be communication, and surely that is precisely your point. And I strongly suspect that there are very few who appreciate it. I was aware that lack of correspondance between players decreased the reliability of fullfilment of agreed enterprises, but I have remained totally unaware that Editors were human, in that they too required..

.well if not praise, then at least recognition. And I suppose that there is an implied rider, carping criticism must become a strong disincentive (although perhaps better than no contact at all).

So, here is a pat on the back, a few words of encouragement, and gratitude for your assistance in working out what makes those other idiots tick.

((And thanks to you, David, for taking the time and trouble to contribute.

Reaction to my editorial in issue 17 has been varied and interesting.

John Piggott used half of it as a spacefiller in Ethil 22 and decided that he found it "really worrying" that I should "explain the whole GM/player relationship yet again!" He agreed with me, of course (it would have been rather odd had he not done so, since, as you say, I was merely expanding his own argument). Pete Lindsay also agreed, but Funny Hat didn't. Of the players who have commented, most if not all have been sympathetic.

Much of your letter revolves around the old question of 'Why do people involve themselves in the Diplomacy (or nowadays, games) hobby?' I think it is reasonable to say that most people join the hobby to play games, but once this novelty has worn off their reasons for remaining must be different. Obviously I can only speak for myself, but I stay in the hobby because a) I like playing games b) I find I get on well with other people who also like playing games, and therefore I form friendships through the hobby c) I publish a magazine, which brings personal satisfaction (usually) and self-glorification. Communication is certainly important between players and between players and the GM, but I don't think it is a reason in itself for remaining in the hobby.

I think most GM's would be fairly happy if they received mountains of

criticism : If the criticisms are valid then they can fill an interesting letters section answering them, or arguing blindly against them, which will bring even more letters next time round. Examples of this might be my stand over badly written orders which brought some very interesting debate to the pages of SotR, or Paul Openshaw's ridiculous spelling of Whisky Mac. If the criticisms are invalid then the editor can have a great time destroying the writer's argument in full view of his other subscribers ! As long as he is careful he wins either way.

A good example of how not to answer nasty, rude letters was given by Mike Allaway when he replied to an outrageous letter from Mike Jervis by telling Mike (J) to cancel his subscription. The point is that an editor should never take anything too seriously, or get worked up over the criticisms he receives - it becomes difficult to argue a case logically when you're angry. Personally, I thought Mike's letter was very funny, but then I wasn't at the receiving end of it ! :))

Tom Tweedy

Sorry to hear that SotR might fold. I, for one, hope it will continue, but if it has to fold then it has to. Of the two alternatives you discussed a games only issue would please me more. One thing that does stand out in the 'zine is the fact that we can always depend on having a reliable GM and you get the 'zine out in time.

Feel a bit guilty about not contributing before (but only a little bit). I found that although the urge to contribute something was there, I had no idea what you felt was worth printing or mentioning. The last issue was the first time you had put down your views, and seemingly, to hell with what people thought, the first time you have given us a bit of yourself, and it works.

As to your question "Why was I not at PresCon?" Are you mad? Mix with all them nasty rowdies/vandals/villains and part time playboys? Gooooood grief, not me. Why I might have met Alan Lennox there, (gasp) and he might have bought me a pint, (stage direction: steps back in horror) yes... you may register disbelief, but it could have happened.

On the other hand I might have met Peter Hawkins and got my hands round his neck or jumped all over his Diplomacy board, no...none of that for me, I stayed at home and preserved my image, (as a gentleman) a true image.

((I'm not sure that games-only issues are a good way of completing a fold, actually. I think that if the GM is losing interest steadily then issues containing nothing but games will only make his enthusiasm diminish even faster. And with a bored GM running their games, players might get a bit fed up as well. With a clean break, however, none of the game's momentum is lost (or at least it needn't be) which should aid a satisfactory completion to the game being reached. This is undoubtedly the most important thing when dealing with folds, orphans etc. Fortunately though, the question has turned out to be of academic interest only.

As to your cowardly non-appearance at Preston, well your pathetically transparant excuses serve only to blacken your name further. You, sir, are as much a gentleman as I am a native of The Netherlands.

Seriously, I think that going to cons is one of the most enjoyable aspects of the hobby, and I doubt if anyone who was at Preston would disagree. To wander off the subject a little, there has been a lot of debate recently about the 'hardcore' and their attitude at Preston (which was to sit in the pub and ignore the games-players). Well, I went to Preston to meet people first and foremost and I don't doubt that the 'hardcore' did as well. The fact that I chose to meet people by playing

games, while they chose to meet people in the con's local surely doesn't make a bit of difference. It is merely a different means to the same end. In my opinion, to brand a con-attendee as 'isolationist' is a basic contradiction in terms.))

Peter Hawkins

Everyone else seems to be talking about Preston, so I thought I'd add my views on this extremely successful and enjoyable event.

The only confusing time was when I first arrived. Being my first con I didn't know anyone. This feeling soon disappeared when I walked into the town to eat with Graham Box, Michael O'shea, and another person, who shall remain nameless, and who didn't stop talking all weekend. (No prizes) ((Aw, shame!))

I apparently broke all the rules of cons when I ate ENGLISH food. Still, the wine was foreign.

After this the weekend just rushed by. I met some interesting new games, (Organised Crime, Hare & Tortoise were my favourites I think), there were strange things going on in the corners, and I met a lot of interesting people. I won't mention any names because I will only miss someone out; there were even more people there that I knew as voices on the 'phone but that I didn't meet. You really needed a week!

Oh, yes Iain, thanks for banging on my door for ten minutes to enable me to drag myself out of bed for that horrifying Diplomacy final, which I threw away. I should have remembered that Gary Murkin had sworn to get me after a vicious game of Organised Crime the night before. I'm sorry I stabbed you Iain ((Oh yeah...)) I'm even more sorry it didn't work. You know, perhaps if you had taken Rum when I supported you in... still congrats on getting so close.

I look forward to seeing you all at the event next year.

((Perhaps the one thing that puts people off going to a con is the fact that they don't know anyone else in the hobby, and that a large majority of the people who are there will know other people. However, this feeling of being 'left out' disappears within a couple of hours at the most so don't let's have anybody put off by it again, huh?))

What's this about things going on in the corners - must have missed that. How can anyone think Hare & Tortoise is a good game? If there's any skill in it I would have won a game by this time... I mean, surely...

Interesting you should mention me waking you up on the Sunday morning. You weren't the only person I woke up - well, how was I to know that room numbers were duplicated in different parts of the building !!!))

Gary Silk

I notice that you say 1901 has folded. What has happened to New Statsman? The last issue I received was in April. I hope Mick isn't considering folding NS as it is always interesting (even if it does contain useless information).

((Mick has said in a number of places that NS will continue, as he always considered the two 'zines he produced as being totally independant of each other. In the latest 1901 games sheet he says that the next issue of NS is under preparation, so hopefully there is nothing to worry about.))

FEEDBACK RESPONSE

Question - it's half past ten on Sunday evening, you've just finished typing up the final game, and you find yourself with 3/4 of a stencil to fill. What do you do ?

Answer - Make up a 3/4 of a page spacefiller!.....

.....which was exactly what the Feedback article was, I'm afraid. I hadn't really arranged to use Leeds University's computer to work out the average of ten numbers!

Much of the wording was lifted straight out of Phoenix to give the instructions an air of professional incomprehensibility which I could not possibly have matched, and, to my delight, most of you seem to have been fooled by it. I would have thought question one would have been a dead giveaway, being totally unanswerable according to the instructions I'd just spent half a page detailing. Gloat, gloat! Still, not to worry.

Phil Bass (see below) makes a very good point when he says that if I'd been serious the answers might have been very interesting. When I was making up some of the questions I suppose I adopted a "half fun, half earnest" attitude, both to add authenticity and to give any results I did get some sort of meaning. Anyway, I was pleased to receive ten replies; Phil saw through the whole thing, Peter, and probably a few others, suspected, and I enjoyed writing it as much as any other article I've done. Your contributions were all most welcome.

Paul Ward : I've completed your feedback card as well as I can, although it seems an exercise in pointlessness and stupidity.

Peter Hawkins : This had better not be another of your silly jokes.

Phil Bass : I can't finish without commenting on your FEEDBACK request. I'm a computer programmer and computers just don't overheat if you feed them silly data. That apart, not a bad effort. The shame of it is that if it was genuine you might get some interesting data.

results

Q1 : How long have you been playing Diplomacy by post ?

A's : 4 years; 2 km; 1½ years; 6 months; 2 years; no opinion; since I was 17; 16 months; no opinion; Tony Crouch had this to say - "An interesting question which immediately makes one ask, 'What is he after?'...I have been playing postal Diplomacy since December 1974. For two years before that I was first of all just a silent subscriber, then I was a standby player in variants...I had played Diplomacy though, first having played in 1970...I had played postal chess since 1966. Now then, if you weren't such a cheapskate, you would have asked more and better questions for more information from which to work."

Q2 : How do you rate this issue of SotR ? (1-10)

A's : 9; 8; 9; 10; 7; 7; 5; 8; 5; TC - "How does one answer this ? It's either 1 (what rubbish, the honest answer), or 10 great (cor, I must keep in with the editor/Iain, or else he'll slate me/ stab me)...4

IF : For anyone that's interested, the average works out to be 7.2, which is considerably higher than my Zine Poll mark - to be expected I suppose, as the readers who enjoy the 'zine most are the ones most likely to contribute.

Q3 : How do you rate issue 15 of SotR ? (1-10)

A's : 9; no opinion; 6; 8; 7; 6; err..9, no, 2; 7; 5; TC - "Can't answer that, as issue 15 is at home, and I'm at my fiancee's house, and I'm using her typewriter, and in any case, 16 comes before 17 !!"

IF : Well spotted, Tony - I don't know what came over me, brain fade probably. Average for issue 15 was 6.25.

Q4 : No question.

A's : No opinion X 8; ay'; TC - "No question...NO QUESTION!!!! Are you Mal Watson ????" ((Don't think so.))

Q5 : What is the usual time lag between deadline and receipt of SotR ?
A's : (in days) 4; 6-7; 5; 4; 5; 4; 4-8; 4; 4; TC - "sorry no info, as my survey for the year 1977/78 ended in june...hopefully I can sort them out in the near future."

IF : Results of this question are probably of more interest to me than anyone else. At home copies were usually posted on the Monday following the deadline. Longest turnaround time has been 10 days, hopefully I'll maintain this record at Leeds.

Q6 : Do you feel that SotR is improving; deteriorating; always about the same; crap.

A's : Always about the same X 6; improving X 2; deteriorating X 1; TC - "Definitely deteriorating...as has been said many times in this hobby, any editor who talks about folding will do so at some time in the near future ((that's a rather sweeping statement; I don't think I agree, but go on...))...if he is in any doubt, he should fold as quickly and as tidily as possible, rather than wait for the sudden untidy fold. Thus any mag ((ugh !)) which is talking of folding is deteriorating.

IF : My own view is that each issue is always about the same and I doubt if I can raise the standards appreciably without outside contributions. I would be interested to hear what everyone thinks has been the best issue so far. My own favourite is probably issue 10, but issue 17 had the sort of balance of material I try to aim for. Any thoughts ?

Q7 : If SotR was to fold, would you continue to subscribe ?

A's : Yes X 4; No X 5; TC - "I suppose this question should read, "are you an idiot", or "are you asleep"."
((Well spotted: of course, if SotR was to fold there would be nothing to subscribe to - not really a very good question though, was it ?))

Q8 : Do you know what time it is ?

A's : One person had no opinion as to the time; 6 people did know what time it was; 1 person thought it was 11.40 am, which was totally wrong; 1 person didn't know the time; and TC shouldn't answer a question with a question.

IF : The results of this question prove beyond all doubt that a high level of education is enjoyed by many hobby members. In a more recent survey, conducted among first years in Barbier House, 84% of those interviewed thought it might be dinner time.

Q9 : How do you rate the standard of GM'ing in SotR ? (1-10)

A's : 10; 8; 9; 7; 9; 10; 6. TC - "Standard of GM'ing can only really be judged by actually being a player in your magazine, and my views on your original abbreviations were well publicised. I have not kept a close watch on things since then unfortunately, thus I am not really qualified to say."

IF : Perhaps one of the more serious questions. The average works out at around 8.6.

Q10 : Rate the following from issue 17 on a 1-10 scale.
Editorial.

A's : 7; 8; 8; 5; 8; 5; 6.6 ((thank-you, Shaun)); 8; 4; TC - "some truism in parts, but generally I disagree...1"

Q11 : Tactics for Italy (Lepanto)

A's : 7; 7; 3; 9; 7; 8; 7; 9; 6; TC - "I've seen it before, and there is the argument used against RatS, which also used large portions of reprint from old magazines...Piggott does it occasionally too.....1"

Q12 : P A N A C E A

A's : 6; 7; 6; 4; 5; 2; what!; 7; 4; 0

Q13 : Letters

A's : 7; 8; 6; 6; 4; 1; Normal Arabic; 5; 5; TC - "Usually the life blood of a magazine, but I'm afraid this rubbish didn't appeal"

Q14 : Cover

A's : 6; 6; 8; 5; 5; 4, as good as Entente; 6; 1.

Q15 : Tiger, tiger, burning bright, in the car parks of the night...

A's : 2 baffled, 5 with no opinion, Phil Bass thought it was promising and gave it 7, and all Shaun could muster was a rather disappointing "funky man". For once Crouch had nothing to say.

IF : This was undoubtedly the most interesting part of the questionnaire, and assuming the replies were both genuine and representative of my entire readership it goes a long way to justifying the existence of SotR as a Diplomacy-only type magazine. The averages were : Editorial 6.1; Lepanto reprint 6.9; Panacea 5.1; Jervis' letter 5.25; Cover 5.1. The fact that the tactics article "won" does not really surprise me, and the other results were much as expected as well although I would have preferred more than 5.1 for a cover that took me the best part of two hours to do. Maybe you're trying to tell me something !!! Finally, Alan Lennox has a few words to say, which, roughly translated, means that I've just found his letter !

Alan Lennox

Your lashing in SotR 17 of us lazy subscribers prompts me to comment on the magazine and your questions.

N.B. Do computers read (do they??) - scrub question 1.

Rocks has had less content recently which means it has deteriorated. On the other hand I heartily welcome articles such as the Lepanto which do not age like the social and news items which seem to dominate many magazines. Your best points are your short deadlines and quick turnaround times and the (usually) excellent GM'ing. I think these are the most important things in a magazine.

Why was a rating asked for issue 15 ? I thought it might be for wargames content, but this was mostly in 14. I approve of such articles (being a wargamer) but I feel they would be better directed to beginners and prospective wargamers, rather than preaching to the converted. For example, what is a zone-of-control - you never did tell them.

In conclusion I would be most disappointed if Rocks disappeared as it is the most efficiently run magazine I have yet come across (although I admit my experience is limited.) I hope you continue in publishing.

Bodington Hall. Minutes of the Meeting of the Catering Sub-Committee

d) Sausages N. Risdale, seconded by R. Dennis, complained as to why sausages are consistently not well cooked. The Manager argued that they only appear not to be well cooked...

P A N A C E A

by Keith Woodgate

This is my second anonymous article and those of you who are enjoying it will be glad to hear that there are a lot more of them coming. Those of you who don't enjoy it will, no doubt, be sad.

First things first: my name is not Keith Woodgate (which probably makes him your number one suspect!). I haven't even heard of Keith Woodgate! All I know is that Iain Forsyth rang me up and said,

"Hello ~~Keith~~? About this anonymous column you're doing for me. Do you mind if I say it's Keith Woodgate's?" (Sorry, but I can't write Scotch accents). ((I don't have an accent, he screamed!))

"Why of course you may, Iain. But who is this Woodgate fellow?"

"Och, well! He's a bloke I'm playing against in a Diplomacy game. We hate each others guts."

"Naturally." I replied. So, having made a note to avoid this Woodgate person, I bade Iain farewell and put the receiver down. All of which shows you that I'm not Keith Woodgate.

But who am I ?

Your ignorance is appalling, dear chap! Anyone knows that all anonymous columns are written by people who claim to be zine editors. That is a fact, and I am no different to any of the others.

But out of the 35-odd zines in the country which one do I edit ? Answer: none of them. I run a 'zine produced and edited in the USA. Its name ? Well, that would be giving it away, wouldn't it ? By the way, I'm looking for subscribers so if you like I'll send you all free copies for the asking. (those last two sentences were a bit of a non sequitur weren't they ?)

It's a pity these airmail rates are so high, I could write more otherwise.

P.S. Messages

to Keith Woodgate : Damn well get your name off the head of this article.

to Iain Forsyth : Damn well take his name off the head of this article.

to Richard Jarvinen : It's getting late, time I went to bed

to everyone : Goodnight!

((It should be noted that I am not in the habit of making trans-Atlantic phonecalls to determine what I can or cannot print in my own 'zine. Otherwise, not too bad a try. Meanwhile the guesses as to the true identity of the author of PANACEA are trickling in. At the latest count, favourite was Peter Calcraft (3), closely followed by Pete Hawkins (2) and Frank Dashwood (1). A free issue of FOE for every correct answer.))

Stabcon

This event will be the next major con to be held. Stabcon is being run by Dave Waring and will take place at Woolton Hall, Fallowfield, Manchester over the weekend of 12th - 14th January. Accommodation is available, Bed and Breakfast costing £5.75 a night, and meals (which look a bit pricey) will also be served on request. I expect most people will eat out. There are few experiences more memorable than walking miles in the rain looking for somewhere that sells food. The Con fee is an additional 50p.

Dave expects about 50 people to turn up, although the facilities can handle up to 180 attendees. Almost every game will be played and there are sure to be a few competitions as well. Further details, bookings etc from: Dave Waring, 39 Grange Rd, Bishop's Stortford, Hertfordshire.

I think it is quite likely that I will be there as term starts on the 15th, so I can make my way from Manchester to here after the con finishes. I can't imagine a venue or time that would be more suitable for me, really! I hope to see some of you there.

GAMES

NGC 221 (1978 BX) Diplomacy Autumn 1905
Turks and Germans looking good !!

AUSTRIA John Foulger : A.Lvn-StP A.Mos S Russian F.Sev (A.Vie-Bud)
A.Gal S A.Vie-Bud

ENGLAND Graham Hewitt : A.Bre-Par A.Pic-Bur F.NTH st F.ENG st

FRANCE Granville Williamson : (A.Bel-Pic) A.Bur-Mar F.Tun S F.GOL-TYS
F.GOL-TYS F.WMS S F.Tun

GERMANY David Parry : F.Nwy-NTH A.Hol-Bel A.Ruh S A.Hol-Bel A.Mun-Bur
A.Kie-Hol A.Den st

ITALY Paul Jones : (F.TYS-GOL) F.ION-TYS A.Pie st A.Tyr-Vie S by A.Tri

RUSSIA Patrick McHale : NMR F.Sey st u/o

TURKEY Francis Weaver : A.Arm-Sev F.BLA S A.Arm-Sev F.Alb-ION
A.Rum-Gal A.Bud S A.Rum-Gal A.Bul-Rum A.Ser S A.Bul-Rum

Retreats : Austrian A.Vie to Boh French A.Bel annihilated
Italian F.TYS to Tus

Winter 1905 Adjustments

Austria	1/2 Bud War Mos StP	= 3	Removes A.Boh
England	Lon Lpl Edi Bre Par	= 5	NBO, 1 short
France	1/2 Mar Mar Por Spa 1/2 Bel Tun	= 4	No change
Germany	Mun Kie Ber Swe Den Nwy Bel Hol	= 8	Builds A.Ber & A.Kie
Italy	Rom Nap Ven 1/2 Tri Vie	= 5	No change
Russia	Sev 1/2	= 1	No change
Turkey	Con Ank Smy Bul Gre Ser Rum Bud	= 8	Builds F.Smy

France - Germany : Does feeling 'free' include reverse charge calls by any chance P.S. I don't like your method of staying friendly - you did mean me didn't you ?

Turkey - Italy : Can I have my knife back ?

Turkey - Austria : If your brain was rolled down a razor blade, it would look like a pea rolling down a four lane highway.

President Woodrow Wilson - Ivan Denisovitch : Get knotted.

France - England : I thought I would just say a few lines whilst I'm still big enough to carry weight. Congratulations on your apparent success with such a small expeditionary force. I must hand it to you, your diplomatic skill puts you in line for a front seat at Camp David.

Italy - France : It looks like you've got a dose of Pharaoh's Revenge just where it hurts most, in the rear. You should have sent in the Foreign Legion, not fleets. Say goodnight Dick.

Paris - Berlin : I think "Muscles Pellini" has noticed by now. If he hasn't I'm sure you pointing it out qualifies you for the Rattling award of the year.

Turkey - England : Never trust countries without proper sanitation - they are likely to overwhelm you one way or another.

Napoleon - Franz Joseph : President Woodrow has snuffed it, Edith Piaf isn't in my troop, and Ivan D. has got cold feet. OK?? If you had used your brain instead of your pen we wouldn't be in this mess. PS Are you still with us ?

BASTOGNE (1978 BD) Diplomacy Spring 1906

This game is improving with age !!

FRANCE Jon Effemey : F.Bre-MAO A.Lpl st F.Lon S German F.NTH
A.Par-Bur A.Mar-Pie A.Pie-Tus F.TYS-Nap (A.Rom S F.TYS-Nap)
F.Tun-ION

GERMANY Keith Woodgate : A.Edi-Den F.NTH C A.Edi-DEN A.Mun-Boh A.Ber-Mun
F.HEL + A.Kie S A.Edi-Den

ITALY Peter Calcraft : F.Nap-Rom A.Ven S F.Nap-Rom

RUSSIA Peter Hawkins : A.Rum-Bul A.Ser + A.Gre S A.Rum-Bul A.Tri-Tyr
F.Sev-BLA A.Pru-Ber A.Sil + F.BAL S A.Pru-Ber A.Swe-Den
F.Nwy-NTH F.SKA S F.Nwy-NTH A.War-Gal

TURKEY Gary Silk : (F.Bulec-BLA) A.Con-Ank F.AEG-Con F.EMS-AEG

Retreats : French A.Rom to Apu Turkish F.Bulec annihilated.

France (Gvmt) - Germany & Turkey : Keep a hold on the black and yellow line.

Turkey to France : Your change of plan has probably cost me Bulgaria. Now, please help me while there is still some of me left.

Italy to France : So I lied. It must be the Hall coffee getting to me (you must remember it). After all, I might as well try to enjoy myself while I'm in this game.

Turkey - Italy : Either join us (G/F/T) or step aside.

Seal Island Trading Co. : Looks like they're ganging up on you, Peter!

Players addresses are :

Jon Effemey, 29 Compton Rd, New Milton, Hants

Keith Woodgate, 771a High Rd, Leytonstone, London E.11

Peter Calcraft, Havelock Hall, Castle Leazes, Newcastle upon Tyne (term)
13 Ridgeway Rd, Long Ashton, Nr Bristol (home)

Peter Hawkins, 21 Shakespeare Rd, Bexleyheath, Kent

Gary Silk, 21 Chichester Rd, Cleethorpes, South Humberside.

NGC 218 (1977 GY) Diplomacy Autumn 1908

Gallant Austrian fleet crushed by Greasy Wops !

AUSTRIA Anarchy : (F.Gre st u/o)

ENGLAND Anarchy : F.Den st u/o

FRANCE Peter Hawkins : F.TYS-ION F.NAf-Tun F.WMS S F.NAf-Tun A.Gas-Mar
F.MAO-Spasc A.Bur S Russian A.Mun A.Ruh-Kie A.Hol S A.Ruh-Kie
F.NTH-Den F.SKA S F.NTH-Den F.NWG-Nwy

ITALY Tom Tweedy : A.Tyr S Russian A.Mun A.Boh-Vie F.ION-Gre S by A.Ser
A.Pie S French_A.Bur-Mar F.Nap-TYS F.Rom + (F.Tun) S F.Nap-TYS

RUSSIA Alan Lennox : A.Mos st A.War S A.Mos A.Ukr-Rum A.Mun st
(A.Kie-Den) F.Swe S A.Kie-Den

TURKEY Neil Theobald : A.Lvn-Mos A.Sev S A.Lvn-Mos A.Rum-Gal A.Con-Rum
F.BLA C A.Con-Rum F.Bulec-Con F.Arm st u/o

Retreats : Austrian F.Gre disbanded by GM Italian F.Tun annihilated
Russian A.Kie to Ber

Winter 1908 Adjustments

Austria	Gre	= 0	No change	OUT!
England	Den	= 1	No change	
France	Par Mar Bre Bel Spa Por Lpl Edi			
	Lon Hol Nor <u>Kie</u> <u>Tun</u>	= 13	Builds A.Par & A.Bre	
Italy	Rom Nap Ven Tri Ser Tun Vie Bud <u>Gre</u>	= 8	NBO, 1 short	
Russia	War StP Swe Ber Kie Mun <u>Mos</u>	= 6	No change	
Turkey	Ank Smy Con Bul Sev Rum Mos	= 6	Removes F.Arm	

Russia - Turkey : I am sure I can help your war effort. For example, you can borrow my two left feet (if I can get them out of my mouth).

Turkey - World : Sorry, lapses of memory prevented any communication last season.

Italy - Turkey : You haven't written again, so is this the sTab?

Italy - France : With the friends I've got who needs enemies? Looks like your game.

Russia - Italy : Jeez. What a mess. Next time I'll scream for help quietly.

Italy - Dong the Wizard : I hope your wand hasn't disappeared up your... sleeve in a puff of smoke. Where is the Russian front? Left behind?? Why haven't you phoned? Oh you have, well where was I?

Italy - Seal Island etc : Are these daggers I see before me ? ((Abbreviating my dateline is not the act of a gentleman, Mr Tweedy.))

CARADHRAS (1978 DK) Diplomacy Autumn 1904
The sTab !!

ENGLAND	Alan Lennox : <u>A.Fin-StP</u> F.BAR S A.Fin-StP F.NTH-NWG F.Lon-NTH A.Lpl-Wal F.Kie S French F.Hol-HEL
FRANCE	Larry Edgar : A.Bur-Mun A.Ruh S A.Bur-Mun A.Mun-Ber A.Par-Bur F.Hol-HEL F.ENG-Bel F.MAO st
GERMANY	Peter Calcraft : <u>F.Swe-Nwy</u> <u>F.Den-Swe</u> A.Vie-Tri <u>A.Boh-Tyr</u>
ITALY	Bob Johnsey : <u>F.AEG-Smy</u> F.ION st (<u>A.Tri</u> S Russian <u>A.Gal-Vie</u>) <u>A.Tyr-Boh</u> (<u>A.Ser</u> st)
RUSSIA	Phil Bass : A.Bud S German A.Vie-Tri <u>F.Nwy-StPnc</u> S by A.Mos A.Gal-Vie A.Rum-Ser A.Bul S A.Rum-Ser A.Con-Ank F.BLA-Con
TURKEY	Don Brown : A.Smy stands in a daze and wonders what went wrong. Could it really have been those Russian hordes? No! It was all due to the plotting of that underhand Bailey, NMR'ing when she was to support me into Rum. Curses! I don't know why I play this bloody silly game.

Retreats : Italian A's Tri and Ser disbanded by GM, NRO

Winter 1904 Adjustments

England	Lon Lpl Edi Nwy StP Hol <u>Kie</u>	= 6	No change
France	Par Mar Bre SPA Por Bel Mun <u>Ber</u>	= 8	Builds A.Mar
Germany	Kie Ber Den Swe Yid <u>Tri</u>	= 3	Removes A.Boh
Italy	Rom Nap Ven Tun Tun Gre	= 5	Builds A.Nap & A.Ven
Russia	Mos War Sev Rum Bud Ank Ser Bul <u>Vie</u> Con <u>Nwy</u>	= 11	Builds A.War & F.Sev, 1 short
Turkey	Smy ppp	= 1	No change

From our roving reporter, Scandinavia.

The populace are acknowledged as being the most accomplished linguists in Europe, having had to master English, Russian and German in rapid succession. Enrollment for classes in French and Italian are fully booked. Serbia - out of contact - REWTER concerned. ((That says a lot, speaks volumes it does...))

England to England : Cannon to the left of me...cannon to the right of me - sigh...

((Would you believe it ? My sooper dooper new typewriter has just given up the ghost! Jeceesus!))

England-Germany : No, got plenty knives of my own.

Ruhr Chemicals Ltd: Buy Calcraft - kills all known alliances - dead!

Caterpillar Pre-Autumn 1908

The GM's headache. I think I have reasonable justification for calling this game finished. Gary Parks has NMRed for the second consecutive season, and to continue seems pretty pointless. Both game-end proposals from last season were defeated, incidentally. The reason I would like to declare the game over now is that David Yule has said that he will be forced to resign if the game does not end this season. This, I feel, would be a farcical conclusion to the game, so I suggest that the final result be taken as 1st equal - A/T 3rd R. Frank and David will clearly be agreeable to this, but Paul may not be. If Paul insists, then I must place him second above David, but in my opinion the ending above is the fairest to all players and the most satisfactory way of bringing the game to a conclusion. I hope you all agree.

To summarise then - moves-wise the game is over (I will not be printing any more adjudications). I propose that the final result be taken as 1st A/T 3rd R but if either R. or T. object to this then the final result will be taken as 1st T 2nd R 3rd A. Let me know your thoughts on this for next time please, and I'll also be happy to print any final statements you might want to send.

Meanwhile, here's some press from Frank.

Times Lit Supp NO 6

Coghill touched his hat; he was looking a little dazed (1)
"It's peace", he said.

"Peace Sir?" asked Buckland (2)

"Yes, peace. Preliminaries are signed. The ambassadors meet next month in France to settle the terms, but it's peace.

"Peace", said Bush (always a bit slow on the uptake) For nine years (he didn't count too good either) the world had been convulsed with war (3); ships had burned and men had bled from Manilla to Panama (4), west about and east about (5). It was hard to believe that he was living in a world where men did not fire cannons at each other on sight (6).

C.S. Forester Lieutenant Hornblower
notes p.245

(1) Another edition has; Cogwheels raised his hat; he was looking a little touched. He'd said his piece. But this is thought to be a corrupt text.

(2) "Please Sir?" asked the Took - same edition.

(3) Or, Ward? But he isn't really very funny.

(4) Known to later historians as 'straw hat war'.

(5) And even on Dougal's Magic Roundabout.

(6) The best authorities don't count those malignant children in NGC 221, or watch 5th rate TV detectives.